

Wisconsin Pipe Trades Association

Legislative Bills/Resolutions

Assembly Bill 32

Relating to: elimination of the requirement that laborers, workers, mechanics, and truck drivers employed on the site of a project of public works be paid the prevailing wage. (FE)



Against

Original Reporting Date: 2/19/2015



[Bill Text and History](#)

Assembly Bill 61

Relating to: prohibiting as a condition of employment membership in a labor organization or payments to a labor organization and providing a penalty.



Against

Original Reporting Date: 3/6/2015



[Bill Text and History](#)

Senate Bill 44

Relating to: prohibiting as a condition of employment membership in a labor organization or payments to a labor organization and providing a penalty.



Against

Original Reporting Date: 3/6/2015



[Bill Text and History](#)

[2015 Wisconsin Act 1](#)

Senate Bill 49

Relating to: elimination of the requirement that laborers, workers, mechanics, and truck drivers employed on the site of a project of public works be paid the prevailing wage. (FE)



Against

Original Reporting Date: 3/6/2015



[Bill Text and History](#)

Budget Bill Subjects

Biennial budget bill treatment of matter relating to

Administration: General Agency Provisions

Original Reporting Date: 3/30/2015

Biennial budget bill treatment of matter relating to

Building Commission

Original Reporting Date: 3/30/2015

Biennial budget bill treatment of matter relating to

Workforce Development: Departmentwide

Original Reporting Date: 3/30/2015

Topics Not Yet Assigned A Bill Or Rule Number

Development, drafting or introduction of a proposal relating to

All matters effecting prevailing wage laws in Wisconsin.

Action Intended To Affect: Both Legislative matter and rule

Reporting Date: 3/30/2015

Development, drafting or introduction of a proposal relating to

Any legislation interfering with private-sector construction contracts, specifically right-to-work

Action Intended To Affect: Both Legislative matter and rule

Reporting Date: 2/23/2015

